



## FASHION DESIGN DIPLOMA PROGRAM

If you desire to express your creative talent through pattern and garment designs, this program is designed for you. From the study and use of raw materials to the analysis of trends, you will learn the skills to become the inspiration behind the clothes. Concepts in fashion design and history are examined throughout the program, as well as the cultural implications that fashion has on society. You will enhance your design through the computer applications of Adobe Illustrator, Photoshop and Macromedia Flash. The program reinforces job market realities by assisting the students with developing a business plan and marketing their designs.

## PROGRAM OBJECTIVES

Acquire knowledge of the various materials and fabrics and learn the many possibilities of pattern design, garment construction draping, sewing and tailoring. Learn to design, create and market a design collection. Understand the job market realities and fashion trends

## PROGRAM OVERVIEW

5 semesters of 15 weeks  
20 hours per week, 1500 hours for full program

## ADMISSIONS REQUIREMENTS

19 years of age or High School graduate  
Working knowledge of the English language  
Interview with Admissions Representative

## EMPLOYMENT OPPORTUNITIES

Fashion Designer, Pattern Drafter, Costume Designer for theatre, magazines, television and film, Fashion Coordinator, Buyer, Production Sewer, etc.

### SEMESTER 1

Pattern Drafting..... (105 hrs)  
Draping I ..... (45 hrs)  
Sewing Fundamentals I. (45 hrs)  
Illustration I..... (60 hrs)  
Intro to Textiles..... (45 hrs)

### SEMESTER 2

Pattern Drafting II..... (105 hrs)  
Draping II..... (45 hrs)  
Sewing Fundamentals II..... (45 hrs)  
Fashion Design..... (60 hrs)  
Costume History..... (45 hrs)

### SEMESTER 3

Pattern Drafting III ..... (105 hrs)  
Sewing Fundamentals III..... (45 hrs)  
Fashion Concepts ..... (45 hrs)  
Computerized Illustration I ... (45 hrs)  
Fashion and Society ..... (30 hrs)  
Computerized Pattern Design (45 hrs)

### SEMESTER 4

Construction of Tailored  
Garments..... (105 hrs)  
Computerize Illustration II..... (45 hrs)  
Production of a Label ..... (45 hrs)  
Analysis of Trends..... (45 hrs)  
Characteristics of a Collection I. (60 hrs)

### SEMESTER 5

Characteristics of a  
Collection II..... (60 hrs)  
Construction of a Collection..(105 hrs)  
Professional Development.... (45 hrs)  
Marketing..... (45 hrs)  
Portfolio..... (30 hrs)

## SEMESTER 1

### **PATTERN DRAFTING**

This course introduces the students to the essentials of pattern making techniques. Students learn how to take accurate measurements and the principles and methods of custom fitted pattern making. Students begin drafting designs that fit the individual figure without endless alternations.

### **DRAPING I**

The first draping course begins your study of the analysis and creation of style with the use of mannequins. Experiment with various raw materials to evaluate the “fall” and begin creating garment styles.

### **SEWING FUNDAMENTALS I**

Students learn the essential sewing techniques and analyze the many sewing possibilities of a garment. This course introduces students to the various elements of garment construction.

### **ILLUSTRATION**

Learn the illustration skills required by all designers to display and present your creations. This course will provide students with the skills to create visual illustrations of your design work.

## INTRODUCTION TO TEXTILES

Identify the characteristics and properties of the raw materials that enter into the production of garments and accessories. You will be able to evaluate the quality and condition of the materials, developing your basic knowledge of the nature and origin of various fibers.

## SEMESTER 2

### **PATTERN DRAFTING II**

Students will further their studies of pattern drafting by developing patterns from sketches and applying the patterns to fabric. You will analyze the various components for pattern development to design a shirt, jacket and pants.

### **DRAPING II**

Students will learn advanced techniques in draping and creating garment styles that balance aesthetic elements with the evaluation of the “fall” of the fabric

### **SEWING FUNDAMENTALS II**

Students learn the practical study of sewing using tailoring and industrial techniques. You will construct and sew garments, applying the appropriate finishes for the style and fabric.

## FASHION DESIGN

Translate fashion concepts into sketches and illustrations. Learn to design and present original marketable collection themes on fashion figures.

### **COSTUME HISTORY**

Through the study of Ancient Egypt to the French Revolution, you will analyze how various societal, economic, and cultural factors influenced fashion trends. The class will look at how various elements of style, silhouettes, fabric and accessories change over time.

## SEMESTER 3

### **PATTERN DRAFTING III**

Learn custom pattern drafting, adjustment and measurement techniques to fit individual figures without endless alternations. Explore the many development possibilities of patterns and the cutting of raw materials.

### **SEWING FUNDAMENTALS III**

Continue to build your skills by learning to evaluate your targeted clientele. You will learn to function within the constraints laid on you in a professional environment, whether they come from the characteristics of your clientele, the requirements of the

manufacturing process, or the use of the raw materials.

### **FASHION CONCEPTS**

Analyze sketches and visualize the finished products. Develop the ability to perceive visual characteristics and details of a subject, to establish visual links between objects, shapes, colors and textures.

### **COMPUTERIZED ILLUSTRATION I**

Students are introduced to Adobe Illustrator and Photoshop which are invaluable tools to a designer. Students will produce Fashion Design illustrations in Illustrator and Photoshop.

### **FASHION AND SOCIETY**

Continue the discovery of social, political, and cultural influences on fashion. Investigate the trends from the Victorian Period to the present day. The course will focus on the fashions of Western Europe, North America and the contributions of major designers.

### **COMPUTERIZED PATTERN DESIGN (PAD)**

Computerized pattern design brings unlimited creativity to pattern design. Using the Master Pattern Design software (PAD), students learn the many garment construction design possibilities, the placement possibilities of pattern pieces on raw material and the desired effect.



## **SEMESTER 4**

### **CONSTRUCTION OF TAILORED GARMENTS**

Building on your fundamental skills established in the past three semesters, you will draft patterns for tailored garments and analyze the design of the garments.

### **COMPUTERIZED ILLUSTRATION II**

Continue to enhance your Adobe Illustrator skills to draw technical flats for your personal collection and apply your knowledge to create professional presentations.

### **PRODUCTION OF A LABEL**

This course takes you beyond the practical hands-on details of designing and introduces you to operating a retail and/or wholesale business. You will develop a business concept and marketing plan and identify and conduct a market analysis.

### **CHARACTERISTICS OF A COLLECTION I**

Using your illustration skills from previous courses, you will create a collection with a specific theme for an intended target market.

### **ANALYSIS OF TRENDS**

Students learn to detect, analyze, and represent target market trends. You will acquire the skills to determine the characteristics of the targeted clientele, define the main fashion trends and recognize the factors to influence the behavior of the targeted clientele.

## **SEMESTER 5**

### **CONSTRUCTING A COLLECTION**

Design and create a collection aimed at a target market, ensuring proper adjustment of the collection's prototypes. Students will execute five pieces for their final graduation portfolio.

### **PROFESSIONAL DEVELOPMENT**

This course focuses on planning your career in the fashion design profession. Enhance your skills in business communication, career awareness, job search and interview techniques. Identify your marketable skills; prepare a resume, cover letter and business card.

### **CHARACTERISTICS OF A COLLECTION II**

Students will continue to build their personal theme-based collection for their portfolio presentations. Particular attention will be given to presentation techniques and methods of client interaction.

### **MARKETING**

This class will take you through the business concepts involved in the process of starting a label from the beginning. Students will learn budgeting and scheduling skills needed to realize a collection.

### **DIGITAL PORTFOLIO**

Students will work with Adobe Photoshop, Adobe Illustrator and Macromedia Flash to develop and build their digital Fashion Design Portfolio.

